



**IMPROVING THE SPEAKING ABILITY OF XA FARMASI CLASS
STUDENTS OF SMK DUTA KARYA KUDUS BY USING
COMMUNICATION GAME IN ACADEMIC YEAR 2013/2014**

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**DEPARTMENT OF ENGLISH EDUCATION
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MURIA KUDUS
2014**



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SKRIPSI

**Presented to the University of Muria Kudus
in Partial Fulfillment of the Requirements for Completing
the Sarjana Program in English Education**

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2014**

MOTTO AND DEDICATION

Motto:

Real success is determined by two factors. First is faith and second is action

The logo of Universitas Muria Kudus is a shield-shaped emblem. It features a yellow background with a blue and red design. The text "UNIVERSITAS MURIA KUDUS" is written in a semi-circle at the top. The central part of the logo depicts a stylized building or monument. The bottom part of the logo has a decorative, flame-like or leaf-like shape.

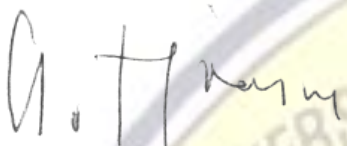
This research is dedicated to:

- *My parents who bring me to get into this point
and lead me until today*
- *My beloved sisters, brother, nephews and nieces
who share happiness and sadness to me*
- *My beloved friends*

ADVISORS' APPROVAL

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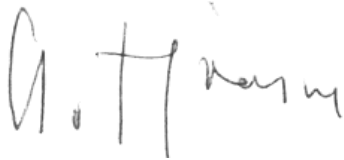


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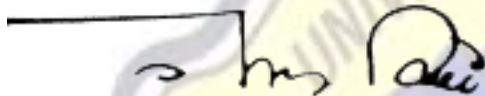
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Kudus, July 2014

The Writer

Annelisa Fa'elatul Miftah

ABSTRACT

Miftah, Annelisa Fa'elatul. 2014. *Improving The Speaking Ability of Xa Farmasi Class Students of SMK Duta Karya Kudus By Using Communication Game in Academic Year 2013/2014*. "Skripsi", English Education Department and Teacher Training and Education Faculty of Muria Kudus University. Advisor (1) Dr. H.A. Hilal Madjdi, M.Pd. (2) Atik Rokhayani, S.Pd, M.Pd.

Key words: *Speaking Ability, Communication Game, Xa Farmasi Class Students of SMK Duta Karya Kudus in Academic Year 2013/2014*

Speaking is one of the skills in English language that has to be mastered by students in an English classroom to achieve the language goal of speaking subject. It has to be elaborated for learners in order to can make a good communication and relationship with others. In teaching speaking, the teachers should choose appropriate technique for the students' condition. The teaching technique that has been used to improve the students' speaking ability is Communication Game. Communication games is games are designed to provoke communication between frequently depend on an information gap, so that one student has to talk to his partner in order to solve the puzzle, draw a picture, put things in the right order, or find similarities and differences between pictures.

The purpose of this research is to find out whether Communication Games can improve the speaking ability of XA Farmasi students of SMK DUTA KARYA in academic year 2013/2014. And to explain how is the response of XA Farmasi students in teaching speaking by using communication game of SMK DUTA KARYA in academic year 2013/2014.

This research uses Classroom Action Research (CAR) design. It consisted of second cycles. Each cycle consisted of four steps, namely (1) planning, (2) acting, (3) observing, and (4) reflecting. Cycle 1 was held on May 2014, while cycle 2 was held on May 2014. The subject of this research was the students of class XA Farmasi of SMK Duta Karya Kudus in academic year 2013/2014. In collecting data, the writer used oral test, and observation. The test was done when the students were done the game in every cycle.

The result of this research shows that the use of Communication Game can improve speaking ability of Xa Farmasi students of SMK Duta Karya Kudus in academic year 2013/2014. The students' average score improves from 70.05 in cycle 1 and 83.18 in cycle 2. Moreover, the results of observation sheet in cycle I showed that the students confused when the teacher explain the material and the rule to do the game. When the teacher taught, the some students talking with their friend and they were busy with their business. So the teacher has to able handle the class well. In cycle II, the result of observation sheet showed that when the teacher explain about the material and the rule of the communication game, the students paid attention to the teacher and the students participated enthusiastically and communicatively. The class condition during teaching learning process was

also good. In addition there was a positive response from the students and the English teacher about implementing the action. The writer concluded that Communication Game as a technique of teaching speaking effective in improving the speaking ability of XA Farmasi class students of SMK Duta Karya Kudus in academic year 2013/2014.

Considering the process and the results of this research, the writer suggests that (i) Communication game can be alternative technique which can be used by the teacher in teaching English, especially in teaching speaking, (ii) The English teacher should create good atmosphere in the class. (iii) The teachers should keep in controlling the students' actives in teaching learning process. (iv) The next writer can modify the rule of communication games by using the realias media. (v) The result of this study can be used as an additional reference or further research with different discussion. (vi) Hopefully, there will be any further research of how to make this technique better.



ABSTRAK

Miftah, Annelisa Fa'elatul. 2014. *Meningkatkan Kemampuan Berbicara Siswa XA Farmasi SMK Duta Karya Kudus Menggunakan Permainan Komunikasi Tahun Pelajaran 2013/2014*. Skripsi, Pendidikan Bahasa Inggris Fakultas Keguruan dan Ilmu Pendidikan Universitas Muria Kudus. Pembimbing (1) Dr. H.A. Hilal Madjdi, M.Pd. (2) Atik Rokhayani, S.Pd, M.Pd.

Key words: *Kemampuan Berbicara, Permainan Komunikasi, Siswa Xa Farmasi SMK Duta Karya Kudus in Academic Year 2013/2014*

Berbicara adalah salah satu ketrampilan di bahasa Inggris yang harus di kuasai oleh siswa-siswa di kelas bahasa Inggris untuk mencapai tujuan dari mata pelajaran berbicara. Itu harus ditekunin untuk pelajar untuk dapat berkomunikasi dan hubungan yang baik dengan lainnya. Dalam pengajaran berbicara, guru seharusnya memilih teknik yang sesuai dengan kondisi siswanya. Teknik untuk pengajaran berbicara yang dapat meningkatkan kemampuan siswa berbicara adalah Permainan Komunikasi. Permainan Komunikasi adalah permainan yang dibuat untuk membangkitkan seringnya komunikasi diantaranya menebak informasi, jadi satu siswa harus berbicara kepada temannya untuk memecahkan puzzle, menggambar, meletakkan benda pada tempat yang benar, atau mencari persamaan dan perbedaan diantara gambar-gambar.

Tujuan utama dari penelitian ini adalah untuk mengetahui apakah Permainan Komunikasi dapat meningkatkan kemampuan berbicara siswa XA Farmasi SMK DUTA KARYA tahun pelajaran 2013/2014. Dan untuk menjelaskan bagaimana respon siswa XA Farmasi SMK DUTA KARYA dalam pengajaran berbicara menggunakan permainan komunikasi pada tahun pelajaran 2013/2014.

Penelitian ini menggunakan Penelitian Tindakan Kelas (PTK). Terdiri dari dua putaran. Setiap putaran terdiri dari empat steps, diantaranya (1) rencana, (2) tindakan, (3) observasi, and (4) analisis. Putaran 1 dilaksanakan pada bulan Mei 2014, while cycle 2 juga dilaksanakan pada bulan Mei 2014. Subyek dari penelitian ini adalah siswa XA Farmasi SMK Duta Karya Kudus pada tahun pelajaran 2013/2014. Untuk mengumpulkan data, penulis menggunakan tes lisan, dan observasi. Tes dilaksanan ketika siswa selesai melaksanakan permainan komunikasi di setiap putaran.

Hasil penelitian ini menunjukkan bahwa penggunaan permainan komunikasi dapat meningkatkan kemampuan berbicara siswa XA Farmasi SMK Duta Karya Kudus pada tahun pelajaran 2013/2014. Rata-rata nilai siswa meningkat dari 70.05 di putaran 1 dan 83.18 di putaran 2. Selain itu, hasil dari lembar observasi pada putaran I menunjukkan bahwa siswa bingung ketika guru sedang memberi penjelasan mengenai materi dan peraturan untuk melakukan permainan tersebut. Ketika guru sedang menjelaskan, beberapa siswa berbicara sendiri dengan teman sebangkunya dan mereka sibuk sendiri dengan urusan

mereka. Jadi, guru harus lebih ekstra dalam menangani siswa. Pada putaran II, hasil dari lembar observasi menunjukkan bahwa ketika guru sedang memberi penjelasan mengenai materi dan peraturan dari permainan komunikasi, siswa lebih memperhatikan dan lebih berantusias untuk berpartisipasi dan komunikatif. Situasi kelas selama proses belajar berlangsung juga baik. Siswa memberi respon yang positif kepada guru tentang penerapan game tersebut. Jadi, penulis menyimpulkan bahwa permainan komunikasi sebagai teknik dalam pengajaran berbicara dan efektif dalam meningkatkan kemampuan siswa XA Farmasi SMK Duta Karya Kudus pada tahun pelajaran 2013/2014.

Berdasarkan proses dan hasil dari penelitian, penulis menyarankan bahwa (i) permainan komunikasi dapat menjadi teknik alternatif yang mana dapat digunakan oleh guru dalam pengajaran bahasa Inggris, khususnya di pengajaran berbicara, (ii) Guru seharusnya membuat suasana yang nyaman di kelas. (iii) Guru harus mengontrol aktivitas murid selama proses belajar mengajar. (iv) Penulis selanjutnya dapat memodifikasi peraturan dari permainan komunikasi menggunakan media nyata. (v) Hasil dari penelitian ini dapat digunakan sebagai referensi tambahan dengan diskusi yang berbeda. (vi) Berharap akan ada penelitian selanjutnya untuk membuat teknik ini menjadi lebih baik.



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